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Subject: scripts.dll 1.5

Posted by [jonwil](#) on Sat, 21 Feb 2004 11:17:22 GMT

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Lets say you want a helipad and orca.

When the helipad gets blown up, you should be no longer able to buy orcas.

How to:

1.make/modify the orca preset as usual, lets call it CnC\_GDI\_Orca

2.make it so the orca isnt purchasable from the PT

3.make the helipad in the map, with a regular building controller. Lets assume for this example, the helipad has ID 1

4.somewhere, place a small script zone (large enough to walk into but not so large its in the way).

Lets assume this zone has ID 2

5.Then, place a marker (a sign perhaps or something on the wall if its inside) to indicate that this is where you buy orcas. (put it somehow so that people will know to walk into the zone to buy orcas). Its possible to make this object go away when the helipad is blown up, just do the same as for the zone (see below) but substitute the ID of this object.

6.Make a Daves Arrow somewhere, lets say it has ID 3.

Now for the scripts:

1.put JFW\_Preset\_Buy on the zone. Set Preset\_Name to CnC\_GDI\_Orca. Set Cost to whatever. Set Location to where you want the orcas to appear. Then set Player\_Type to whatever player type should be able to use this.

2.put JFW\_Death\_Send\_Custom on the helipad controler. Set ID to the ID of the Daves Arrow. Set message to something e.g. 100 (doesnt matter as long as it matches). Then set Param to 0.

then finally 3.On the Daves Arrow, attach one copy of JFW\_Custom\_Destroy\_Object for everything that should disappear when the helipad goes. Set Message to the same thing as in step 2. Set ID to the ID of the object to use (e.g. 1 for the example). If you wish to make a building go away, you need JFW\_Custom\_Destroy\_Building with the ID being the ID of the building controller.

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